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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 3, 2016/17

MIM7413 - INTERACTIVE INSTRUCTIONAL MULTIMEDIA DEVELOPMENT

(All sections / Groups)

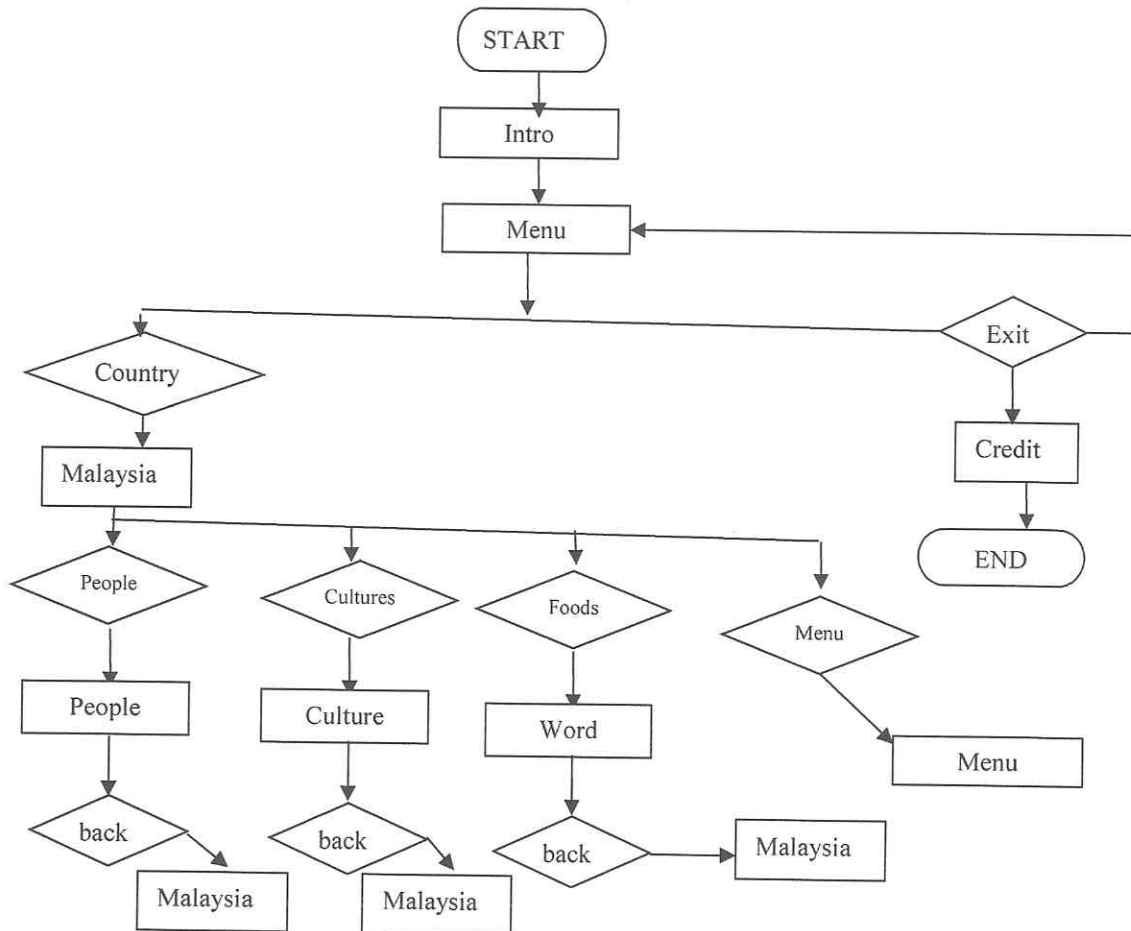
9 June 2017
10.00 a.m. – 12.00 p.m.
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 3 pages including cover page with 4 Questions only.
2. Attempt **question 1** in PART ONE (*Compulsory*).
3. Attempt **TWO** out of THREE questions in PART TWO. All questions carry equal marks and the distribution of the marks for each question is given.
4. Please print all your answers clearly in the answer Booklet provided.

Part One - 20 points:**Question 1**

Like an outline for a paper, flowcharts and storyboards save time and improve the quality of the final product by assisting us in the planning and preparation stages of a project. They help us plan what we are going to do so we know where a project is going. Then they keep us focused on the final goal. Design a storyboard based on the flowchart below.



The following information must be included in the storyboard:

- A sketch or drawing of the screen, page, or frame.
- Color, placement, and size of graphics, if important.
- Actual text, if any, for each screen, page, or frame.
- Color, size, and type of font, if there is text.
- Narration, if any.*
- Animation, if any.
- Video, if any.
- Audio, if any.
- Audience interaction, if any.

Continued

Part Two - Short Answers (20 points):

Attempt 2 OUT OF 3 QUESTIONS. The distribution of marks for each question is given

Question 2

Planning phase is the first phase in interactive multimedia development process. The planning phase sets the stage for the whole project. List down and discuss the steps that you have to go through in planning phase in developing interactive multimedia application.

[10]

Question 3

Alpha test is the major test of the program by the design and development team in development phase. Of more important to the alpha test is the evaluation form, which addresses the following areas:

- a) *Check the subject matter;*
- b) *Check pedagogy;*
- c) *Check the interface ;*
- d) *Check the supplementary materials ;*
- e) *Check navigation.*

Discuss these areas in detail.

[10]

Question 4

Development phase is the final phase in interactive multimedia development process. List down and discuss the steps that you have to go through in the development phase in developing interactive multimedia application.

[10]

End of Paper.